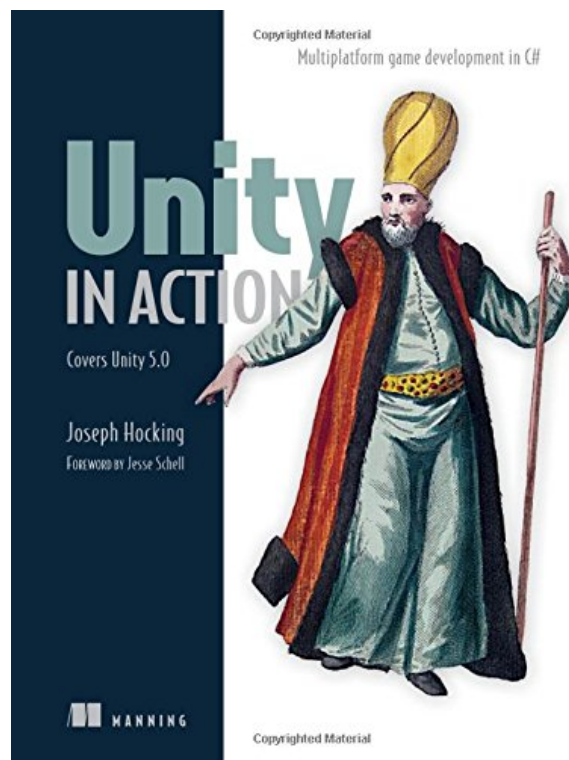
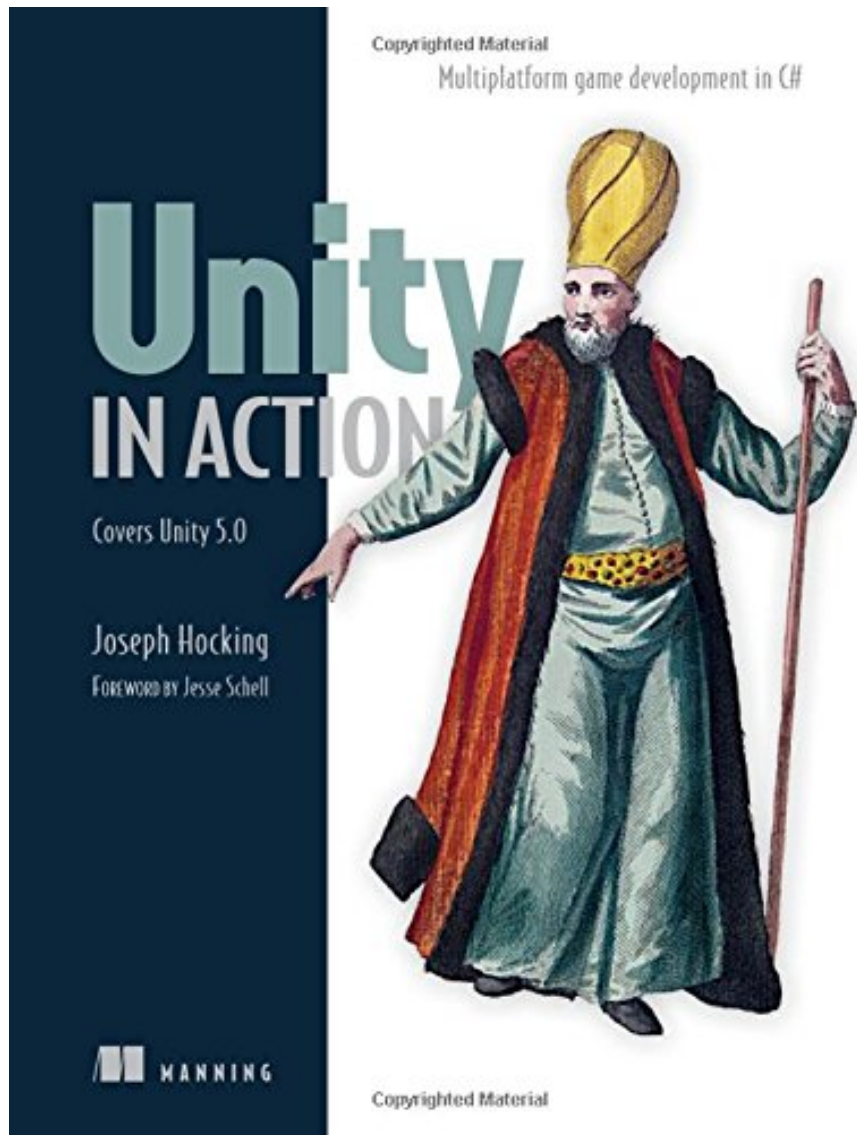


UNITY IN ACTION: MULTIPLATFORM GAME DEVELOPMENT IN C# WITH UNITY 5 BY JOE HOCKING



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About the Author

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.

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Summary

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book

This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single codebase approach minimizes inefficient switching among development tools and concentrates your attention on making great interactive experiences.

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illuminates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications.

You'll need to know how to program, in C# or a similar OO language. No previous Unity experience or game development knowledge is assumed.

What's Inside

- Program characters that run, jump, and interact
- Build code architectures that manage the game's state
- Connect your games to the internet to download live data
- Deploy games to platforms including web and mobile
- Covers Unity 5

About the Author

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.

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About the Author

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago. Most helpful customer

reviews22 of 23 people found the following review helpful.

Great introduction with a perfect learning curve

By Matthew Senne

This is a well thought out guide to acquiring experience and comfort in creating games with Unity 5. The author isn't just another guy with expertise, he is an excellent teacher who knows what to share to help you gain skills (and remember them!) at the right times and in the right order. I was spurred into writing this review when, for the 4th time in as many chapters, he wrote what I was thinking and was spot on. When a tech book seems like it's reading your mind it is a very good experience. So far I've been extremely happy with the results.

There's nothing here that isn't also in tutorials online, but I've read (and watched videos of) a bunch of those and found them wanting. None of those resources have been as grounded in the basics nor have they offered a smoother learning curve than this book. It's a great intro and I feel better equipped to learn more on my own.19 of 21 people found the following review helpful.

Great Introduction to Unity and to the Process of Computer Game Development

By Robert T. Walsh

This is an excellent resource for someone who wants to learn how to build and distribute computer games. It walks through the entire process, end-to-end, using real-world examples. While it will not turn a programmer into an artist, level designer, or animator, it will show the programmer how to interact with those people, to consume the assets they produce, and to incorporate those assets into the game.

When I first began using computers in the 1980s, I was fascinated with computer graphics. Not being very artistic, though, I was never able to do much more than simple images and line drawings. Additionally, despite the fact that I have been programming computers for over 20 years, the process of creating computer games seemed extremely complicated because of the need to handle partial physics, collision detection, lighting and shadows, and a whole host of other concerns that do not involve code. I recently became aware of Unity, an environment for creating both 2D and 3D computer games, and I was anxious to learn more about how to use it.

This book assumes the reader knows almost nothing about how to build computer games and only slightly more about programming. The author provides excellent examples, starting in the very first chapter, for how to use the Unity editor (including the use of MonoDevelop for developing scripts to control various game objects). While the example in Chapter 1 is a traditional "Hello, World" application, Chapter 2 walks the reader through the process of building a complete 3D world akin to first-person shooter games like Doom and including collision detection to prevent the player from walking through walls. Later chapters introduce 2D graphics, heads-up displays, sound effects and music, and the use of Internet-based resources and web-service APIs. These are not trivial examples; they are complete tutorials that show step-by-step how to use the Unity editor and write the code to do something interesting and realistic. While necessarily simplistic, they cover nearly the full range of processes (including the step to build the game to deploy to a variety of platforms) a game developer would go through to build a computer game.

The code in the examples is well-structured, and the author emphasizes the need to keep things modular in order for the project to be maintainable as it grows in size and complexity. The author also acknowledges the areas where he is simply touching on a subject, and he provides a number of external resources where the reader can go for more information. The book is very well written and the examples are complete while also being digestible. The author is not only knowledgeable about this topic but also able to communicate his knowledge clearly to his readers.

Disclosure of Material Connection: I received this book free from the publisher. I was not required to write a

positive review. The opinions I have expressed are my own. Regardless, I only recommend products or services I use personally and believe will add value to readers.9 of 10 people found the following review helpful.

Best book I've read involving game programming

By NopeSea

I've never read a book involving programming that was so easy to follow, so this was a great change of pace. The book goes through many of the basics of game programming in unity, and eventually delves into more complex topics like netcoding and using event listeners to communicate occurrences in the game itself. I got it originally in pdf format, and acquired the book after. Having both was quite useful to be able to quickly search things and reference the book without opening more windows. Overall, a quality book that really explains everything in detail for a beginner to follow. See all 38 customer reviews...

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